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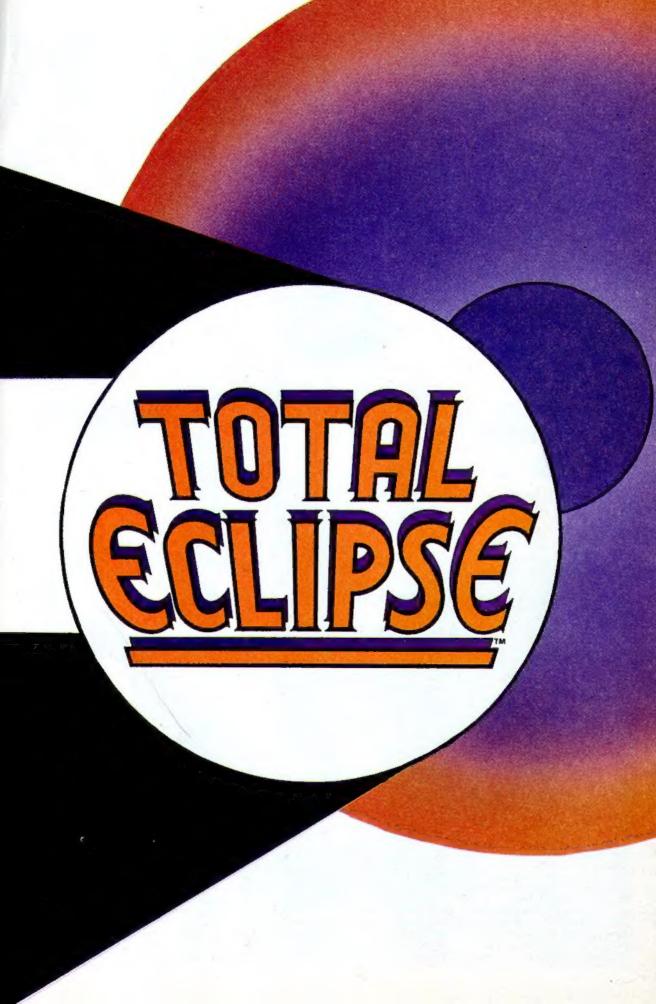
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"I SMELL THE BAKING FLESH, THE BUBBLING TAR, THE STINK OF SULPHUR. I TASTE THE FLAT BITTERNESS OF STEEL.







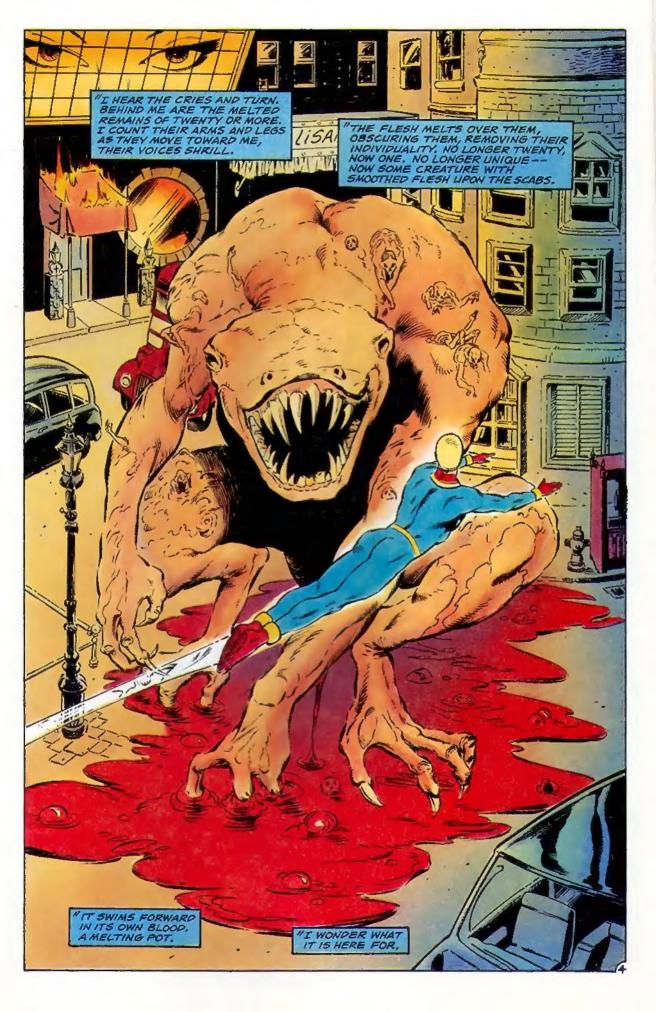










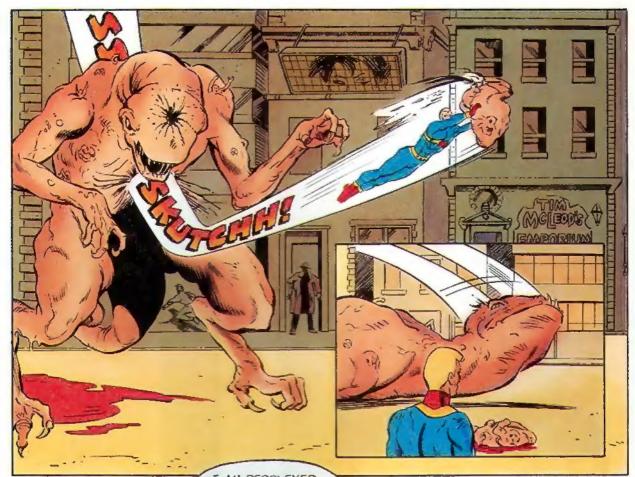










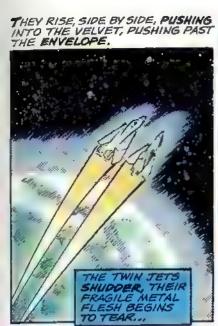












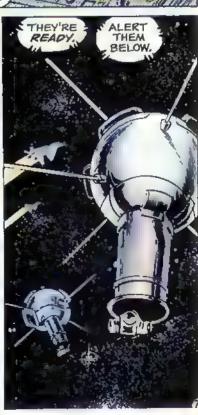




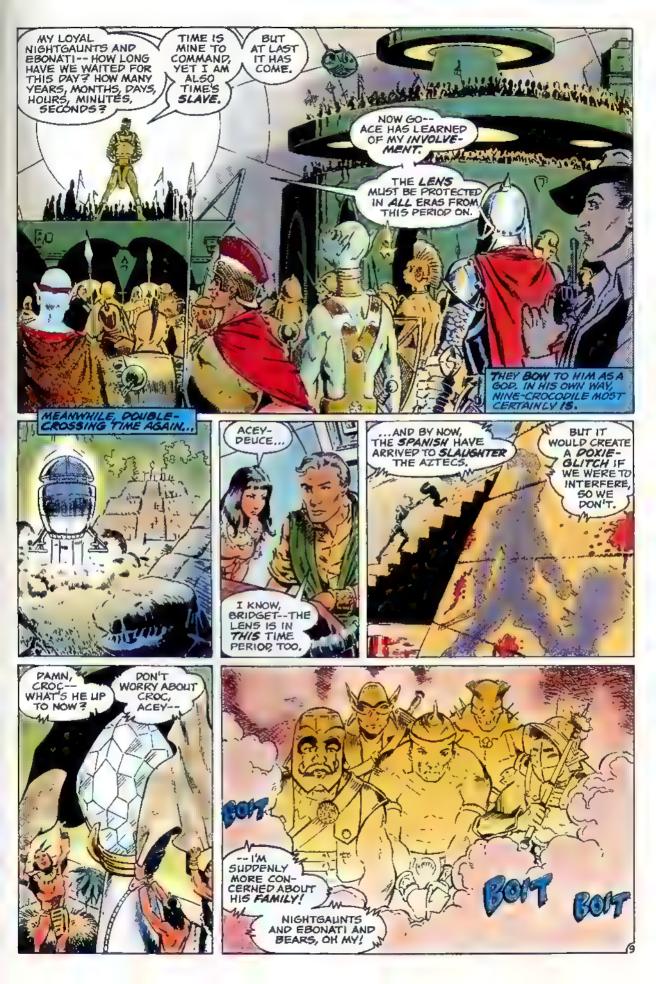














ACEY'S IN PIRE TROUBLE AND HE NEEDS OUR TIMELY AID TO BOTH RESCHE HIM AND SUPPLY THE PROPER THRILLS.











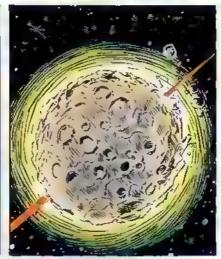
















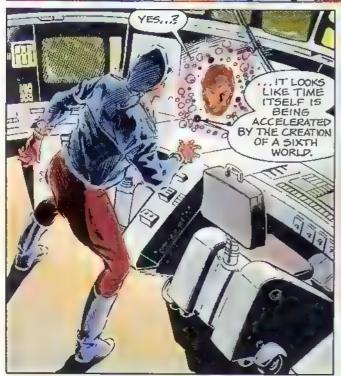
















































OR YOUNG NELSON WHAT WAS SEEN.



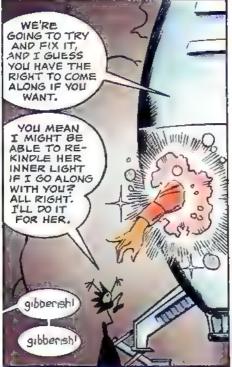














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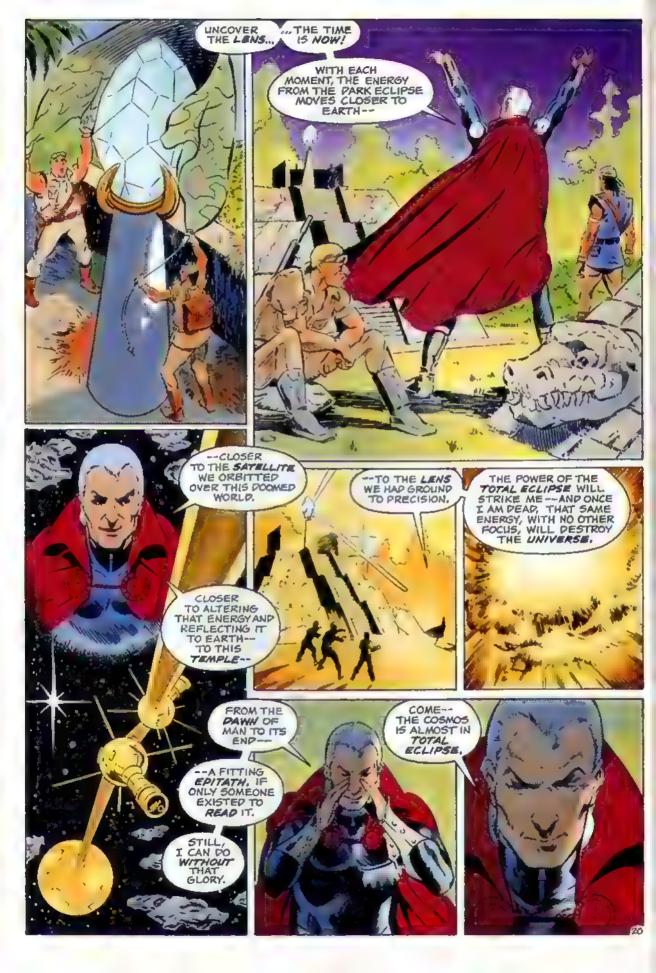




































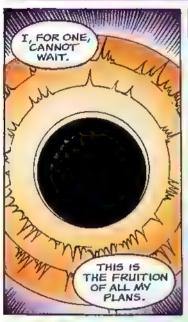














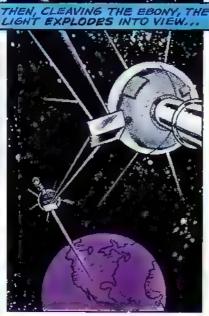










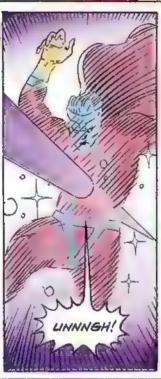












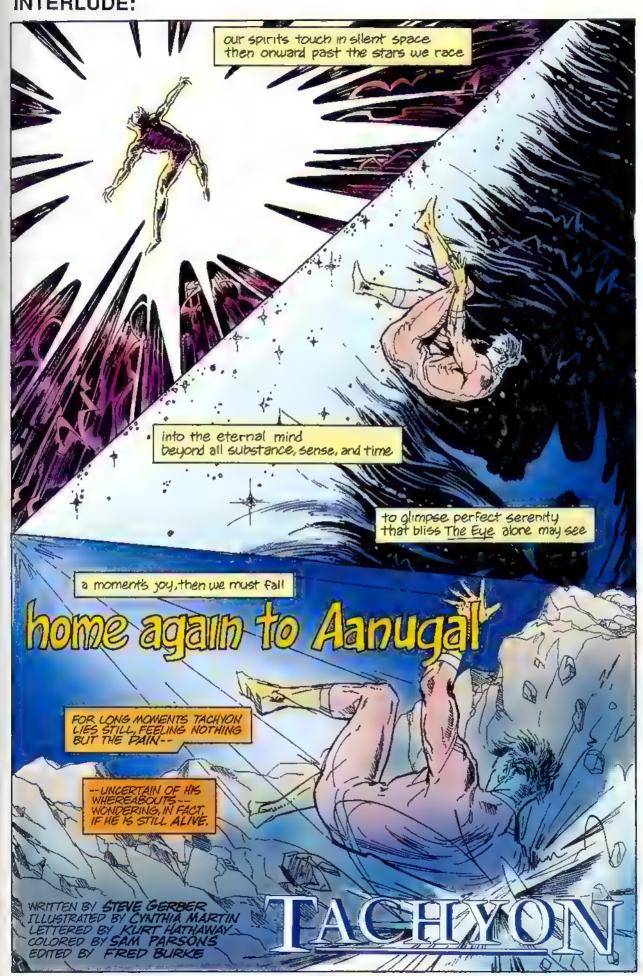






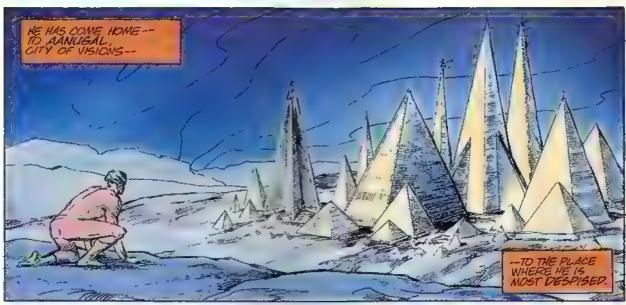
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### INTERLUDE:













































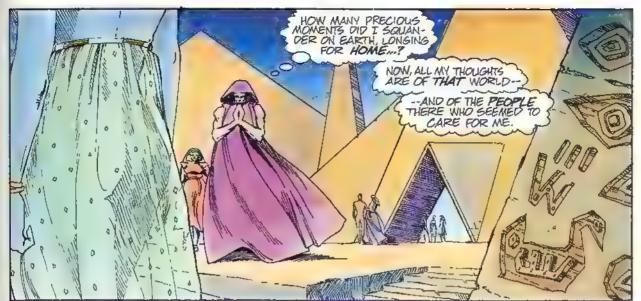
































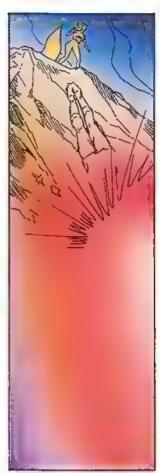






















## In Chicago Even Beans Do It!

Let's resume our trip through Eclipse history where we left off last issue.

In order to premiere the *Detectives*, *Inc.* graphic novel at the 1980 Chicago Comicon, Don and Marsha McGregor and I, with a couple of friends, left New York by car, stopped long enough in Pennsylvania to pick up a few boxes of advance copies from the printer, and hit I-80 for Chicago. Feeling appropriately tired after the sixteen hour drive, we caught only a portion of the required eight hours and the next morning were ready to take the city by storm with our new book.

Then, just as the doors were about to open, I looked at Don, he looked at me. Panic attack: "Would they like the book?" While we were confident that it was good, there's always that last minute doubt when you open the tightly sealed box and break out that first copy for the fans.

We had nothing to worry about. The first person who came up to the table shelled out his six bucks, got Don to autograph the book, and nodded appreciatively as he skimmed through the pages. We knew we had a hit. We actually ran out of copies long before the convention was over.

It was only about a year ago that I learned who the first buyer was on that early morning in Chicago. The guy who nodded so appreciatively was none other than the Head Bean himself, Larry Marder! Just think, if we had a Total Eclipse series ten years ago, Beanish might have suddenly appeared in the middle of a murder mystery involving lesbian midwives and private detectives in Manhattan!

At that Chicago Comicon, I also met Max Allan Collins, who had recently taken over writing Dick Tracy. Max's first two complete stories had gained him a legion of fans, among whom I was proud to be counted. For me, at least, he revitalized the strip.

At any rate, Max and artist Terry Beatty had produced a series of one-page "minute mysteries" featuring a private detective, Mike Mist. Max pitched the idea of a magazine collection of Mike



by Dean Mullaney

Mist's Minute Mist-eries, and it became the next project on the Eclipse schedule.

Around this time (late 1980), the growth of the comics specialty market accelerated. We felt that in *only* publishing graphic novels, we were shutting out the fertile area of short stories. After all, not every story needed 50 or 80 pages in which to be told. Similarly, not every artist had the time to produce an entire graphic novel.

Thus, Eclipse Magazine was born. I envisioned the magazine as an eclectic mix of continuing series, short pieces, serious adventure, and broad humor. I approached Max and Terry about creating a continuing character and they responded with the innovative detective series, Ms. Tree, It's a credit to both of them that eight years later, Ms. Tree is still being published, making it one of the most successful creatorowned series in modern comics history.

In many ways, Eclipse Magazine was a microcosm of what Eclipse would later become. Within the black-and-white pages of the first issue, we had Steve Englehart and Marshall Rogers' "Foozle," a "heavy" death parable by Jim Starlin, a humorous look at death by Howard Cruse, a lovely silent fantasy by P. Craig Russell, a humor piece by Chris Browne and Thina Robbins, the aforementioned "Ms. Tree," and a cover painting by Paul Gulacy.

One criticism I've heard about Eclipse's output over the years has been that we're too eclectic. In reviewing the contents of that first issue, and looking at some of the varied items we're publishing today—a costumed adventure series (Airboy), a current events graphic album (Brought to Light), modern horror stories (Clive Barker's Tapping the Vein), Japanese comics (Appleseed), science fiction (Tim Truman's Scout), and others—I'm proud of the fact that we're eclectic. If I were to publish forty versions of the same concept month after month I'd...well, I'd

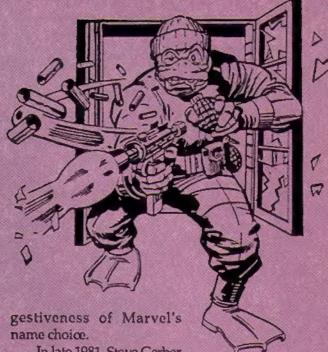
rather be picking apples.

If anyone ever wanted the status quo from us, they've been sorely disappointed.

The first art director for Eclipse Magazine was Rich Bruning, who now holds that position at DC. Rich and I were friends for many years and, with the advent of the new magazine, were anxious to work together. I remember the day we designed the contents page for the first issue. It was one of those incredibly frigid days in Madison, Wisconsin, where Rich then lived and worked. I was out on a visit from New York, and we agreed that it was more prudent to stay in the studio until that "brilliant" design appeared to us like the proverbial light bulb over our heads than to brave the winds coming off Lake Mendota.

I think Rich and I are perhaps the only two people who know how much of an influence we had on each other's design sense at the time. Rich, as you know, went on to edit the short-lived line of Capital Comics (including Nexus), and from there to his current position at DC. I've been in large part responsible for the design of Eclipse's comics (with lots of help from folks such as Cat, Scott McCloud, and Mack Fraga). This winter, when you find yourself preferring to stay out of the cold, pull out a bunch of Capital, Eclipse, and DC comics from their mylar snuggies. You might be amused to see how many ads and text pages contain similar elements. Rich's fascination with tilted black bars with white type in them have certainly found their way into Eclipse's comics, and my love for the three parallel lines design element introduced by Walter Dorwin Teague in the 1930s has crept into Rich's efforts.

Eclipse Magazine remains one of my favorites because of its diversity of material. The open ended editorial position allowed me to include work by "underground" cartoonists Hunt Emerson, Kaz, Rick Geary, and Larry Rippee, alongside "straight" cartoonists Marshall Rogers,



Mike Kaluta, and Steve Leialoha, sprinkled with a few then unknowns. A look through those issues will find among other things, the first published comics story by Kent Williams!

We also introduced some great continuing series, including "Ms. Tree," Englehart and Rogers' "Coyote," B.C. Boyer's "The Masked Man," and perhaps the finest thing we've ever published, Don McGregor and Gene Colan's "Ragamuffins."

1981 also brought Jim Starlin's The Price graphic novel into print. After watching Eclipse and other companies grow, Marvel Comics was playing creators' rights catch-up in 1981. They had recently introduced Epic Illustrated and were negotiating hard with Jim Starlin for a Starlinowned graphic novel. That book involved the "Metamorphosis Odyssey" storyline Jim had started in Epic magazine. Jim wasn't happy with the new agreement proposed by Marvel/Epic.

Jim's a very clever fellow. He knew that he was negotiating not just for himself, but for every creator who was trying to squeeze a decent deal out of Marvel. He was blazing a contractual path for his peers at a company where creator ownership was not something management wanted to give.

And so Jim brought the next chapter in the "Metamorphosis Odyssey" saga to us, where he knew he could get the deal he wanted. It was by using our deal, and our contract, that Jim was later able to successfully leverage a fair contract from Marvel for himself and for all creators who've since received reasonable contracts from that company.

An odd thing about Marvel's choice of the name "Epic" for their creator-owned line of comics; If I had a nickel for every time someone has confused the "Epic" name with the "Eclipse" name, I'd have bought the MGM library, instead of it now residing with Ted Turner! More than one person has commented on the sug-

In late 1981, Steve Gerber
decided to sue Marvel Comics over ownership of
Howard the Duck. Legally, it was a complicated
case, and I won't get into the details here, but lest
you wonder what side we were on, Edipse's first
color comic, Destroyer Duck, gives the answer.

Steve and I had been friends for many years and still spoke on the phone nearly every day even after he moved to the West Coast in the late '70s. When Steve decided to take Marvel to court, he and I spent months trying to devise a publication that would raise money to help fund the lawsuit. Now, with the case since settled out of court, I feel it's safe to reveal some of the decidedly wacky concepts we came up with.

Perhaps the strangest was to be a membership club, a parody of Marvel's F.O.O.M. fan organization. Instead of receiving a giant poster of the Marvel characters and assorted character buttons as you received from F.O.O.M., our club was going to give you something a little bit different. First, there was the button you could proudly wear, demanding, "Make Marvel Minel" Second, there was the big poster: "We dare you to enter...The House of Ideas!" showing comics writers and artists in a dungeon, each placed on different torture devices. In the foreground, the legs of some giant torturer, twisting the wheel of the rack.

Eventually, however, we narrowed the fundraisers down to two possibilities: Sell 1,000 copies of a \$100.00 limited edition comic book, or sell 100,000 copies of a \$1.00 unlimited edition comic book. It's kind of like the gag in Laurel and Hardy's *March of the Wooden Toy Soldiers*, in which the fellows, working in Santa Claus's shop, mistake an order for 600 toy soldiers one foot tall and make 100 soldiers six feet tall!

Unlike Stan and Ollie, Steve and I got it right and decided on 100,000 comics at \$1.50. We sold



80,000 copies immediately, and everyone involved in the project—penciller Jack Kirby, inker and colorist Steve Leialoha, cover inker Neal Adams, co-editor Mark Evanier, Dan Spiegle, Sergio Aragones, Marty Pasko, Joe Staton, Shary Flenniken, Gordon Kent, and we at Eclipse—donated our efforts gratis.

Aside from the political ramifications, Destroyer Duck #1 was a landmark in a number of other ways. It proved that color comics were viable for Eclipse. It introduced Sergio Aragones's "Groo the Barbarian." And, most important for Eclipse's future direction, the person who pitched in to color the back cover while visiting me in New York was none other than Cat Yronwode. I didn't realize at the time that what became the most important romantic involvement of my life would be so vital to Eclipse's future as well. Eclipse's push into color comics wouldn't have been possible without Cat's color expertise and printing experience.

Following Destroyer Duck in 1982 were Sabre and Ms. Tree's Thrilling Detective Adventures, as Cat created her role as head of the coloring department. Elaine Lee and Charles Vess's back-up series in Sabre, incidentally, contained the first comics coloring by Lynn Varley.

One of the funniest instances of Cat's devotion to duty at Eclipse occurred, of all places, near the United Airlines ticket counter at San Francisco International Airport. An artist had forgotten to draw a bikini on the major female character in a story, leaving her completely naked on almost every page. Since the script distinctly called for her to be clothed, something had to be done, and fast. The artist had both illustrated and colored the story, and turned in the job late to boot. In order to make the printing deadline, we had color proofs made first and then sent to us for corrections. In fact, the art was turned in so late we had the color proofs shipped via United Airlines' package service directly to the airport so

Cat could check the proofs and get it back to the color engraver the next morning. What she didn't realize until she saw the proofs was the extent of the artist's error. So she spread the proofs out in a circle around her on the floor at the airport and began marking where the black bikini should be.

I went to get a cup of what Raymond Chandler called "the lifeblood of tired men," and when I returned, I couldn't see Cat because she was surrounded by of a crowd of twenty or thirty people. They must have thought it an interesting way to pass the time between connecting flights, and when she explained what she was doing, they got into the act, yelling, "There's another bare ass" and "Don't forget the bikini on that one!"

The job was eventually done, the crowd dispersed to make their various flights, and the book was printed according to the writer's script. I've often wondered since, what with the media brouhaha about "sex and violence" in comics, if those people cheering Cat on at the airport that night think a little better of comics, knowing that the people producing them actually care about making them good.

I'd like to believe so.

By the time 1983 rolled around, and with Eclipse production drastically increased, I moved more into the publishing side of the business and Cat took on more and more of the editorial duties. It was also the beginning of the Eclipse editorial office's trek cross country, stopping briefly in Missouri and ending up here in Northern California (where, contrary to the belief of our friends on the East Coast, the seasons do change).

Next issue: Cat and I move to California and find Sean Deming juggling on a unicycle, while Mark Evanier and Will Meugniot create The DNAgents, Marshall Rogers becomes Cap'n Quick (or was that a Foozle?), and an unpublished Will Eisner gem from the 1940s escapes Will's vault and becomes an Eclipse comic!

# WHO'S WHO IN TOTAL ECLIPSE



Miraclewoman The New Olympian pantheon's Goddess of love, she brings a new morality to London.



Using his powerful intellect and boundless courage, Doc Stearn Mr. Monster battles the monsters of the night.



Creator of the fabulous Look . See . Show, Beanish this artist is the first bean to journey beyond The Beanworld into unexplored realms.

Beanish's mysterious special friend meets him inside a **Dreamishness** "secret sketch" every midday.





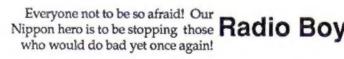
Masked Man A crimefighter with a heart of gold, Dick Carstairs is the detective behind the mask.

The Masked Man's sidekick is a reporter chronicling his best friend and hero's fight Barnev against the forces of organized crime.





Taking on her husband's detective firm Ms. Tree when he was slain by mobsters, Ms. Tree continues to wreak rough justice.





This California Girl, a fan of old movies and comic MO books, joins her sister Max Muldoon at Hollyhock High to study with their friends.

A little more on the wild side than her sister, this Muldoon loves dancing, dating, and her career as half the commercial-starring Twice-Nice twins.

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## Heroes and Villains

They are drawn into the fray by the powerful schemes of the immortal Zzed, forced to choose sides in the growing war. Across vast time and space, from untold dimensions, the Azure Crosstime Express gathers those who can help.

Zzed's satellites, throwing the earth Into the center of a universal eclipse, will soon wield enough power to finally bring the immortal to the brink of death—but Zzed's suicide will also destroy our universe.

The moment is at hand.

Only the ultimate sacrifice can stop Zzed's dream of final peace from becoming a reality. One of the mighty must die to save the universe. The strongest heroes and villains from many worlds prepare themselves for this final confrontation. And billions of lives hang in the balance.

## **Total Eclipse**

It's Eclipse Comics' Tenth Anniversary. In this and future issues, you'll encounter Airboy, Valkyrie, Skywolf, Miracleman, The Prowler, Strike, the Heap, Aztec Ace and virtually every star from Eclipse's first decade of innovative comics publishing.

Mary Wolfman, writer, is the author of *The New Teen Titans*, *Crisis on Infinite Earths, Tomb of Dracula*, and countless other acclaimed comic books. The Zzed saga is his most intricate plot to date.

**Bo Hampton**, pencil artist, is well-known for his detailed linework and powerful layouts in books such as *Airboy*, *Lost Planet*, *Luger*, and *The New Mutants*. *Total Eclipse* is a new peak in his artistic development.

**Rick Bryant**, ink artist, has graced the pages of *Miracleman*, *Marvel Fanfare*, *Moon Knight*, and *World of Krypton*. Within *Total Eclipse*, he perfectly complements Hampton's detail with his own dynamic style.



